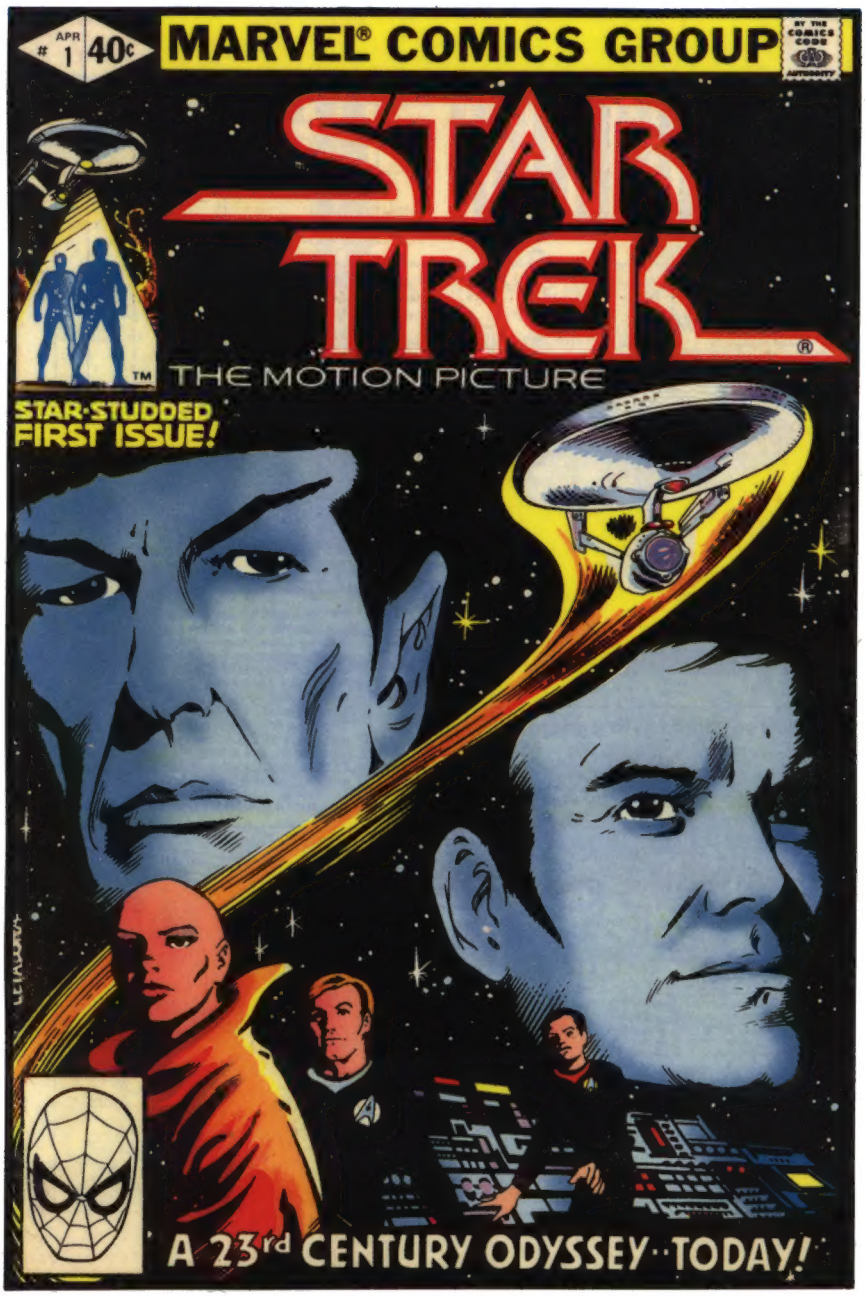
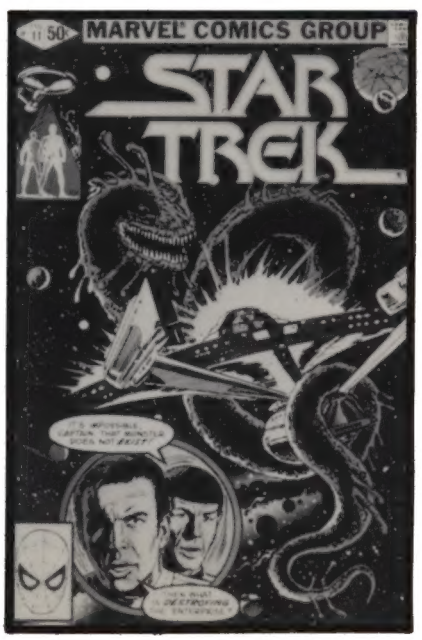
FILES MAGAZINE

STAR TREK

THE COMICS

VOLUME ONE





BY EDWARD GROSS

STAR TREK

THE COMICS
VOLUME ONE

DESIGNED BY JAMES R. MARTIN
EDITED BY HAL SCHUSTER

STAR TREK

THE COMICS
VOLUME ONE

BY EDWARD GROSS

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PRINTED IN CANADA

Dedicated to imaginitive work—in film or ink.

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MARVEL COMICS GROUP
STAR TREK
IN THIS ISSUE:
SPOCK.. THE BARBARIAN!
PLUS: EXCLUSIVE EXCERPTS FROM THE STARFLEET FILES!

THE INTRODUCTION

Comic book adaptation of a popular movie or television series is nothing new, but it's very seldom that such a title will last more than a handful of issues. Somehow what works so successfully in one medium does not always succeed in another.

Of the comic companies which have tried to deal with adaptations, it is undoubtedly Marvel that has had the most success. Over the years they've adapted and expanded upon such "concepts" as **Logan's Run, Planet of the Apes, Battlestar Galactica, Star Wars** and **Star Trek**. Most of these titles ran for quite a while (particularly **Star Wars**, which lasted over one hundred issues), but the one out-and-out failure was **Star Trek.** This hardly seems surprising when considering the situation.

During **Star Trek**'s initial network run, and continuing well into the 1970s, Gold Key presented comic book adventures of the Enterprise crew in a series which had a run of over fifty issues. Unfortunately there is little that can be said about this series, except that the artwork was crude and the stories inane and juvenile(despite this, we will eventually be covering these issues just for historic purposes). In fact, they're instantly forgettable, hence we shall instantly forget them.

With the 1979 release of **Star Trek:The Motion Picture**, Marvel Comics purchased the rights to adapt the film and continue with their sult, the series only lasted eighteen issues.

Star Trek:The Comics is a special issue of **Files Magazine** designed to be a guide to the series published by Marvel, D.C. and Gold Key. What we're hoping for is a historic guide to these comics, looking at how they differed from the TV show and feature films. In some instances we'll be looking at how the comics have fallen short of the source material, and in others we'll examine how improvements were made.

For now, sit back and relax. The Comic Adventure has just begun.

own stories. One bizarre clausein the contract, however, was that no situations or characters could be used from the live action or animated series. The reason, or so it was rumored, had something to do with the copyright of the show's first two years and Paramount's intent to retain complete control over this new version of **Star Trek**. Whatever the reason, the result was the same: Marvel's series was extremely limited in the directions it could go, and the audience quickly grew bored (although there were a few gems among the stories).

Perhaps the book's biggest flaw was that it tried to do standard Trek stories in single issues rather than utilizing the continuing storylines and developing characterizations in the way that comics have become famous for. As a re-

STAR TREK

NUMBERS ONE THROUGH THREE

The Motion Picture Adaptation

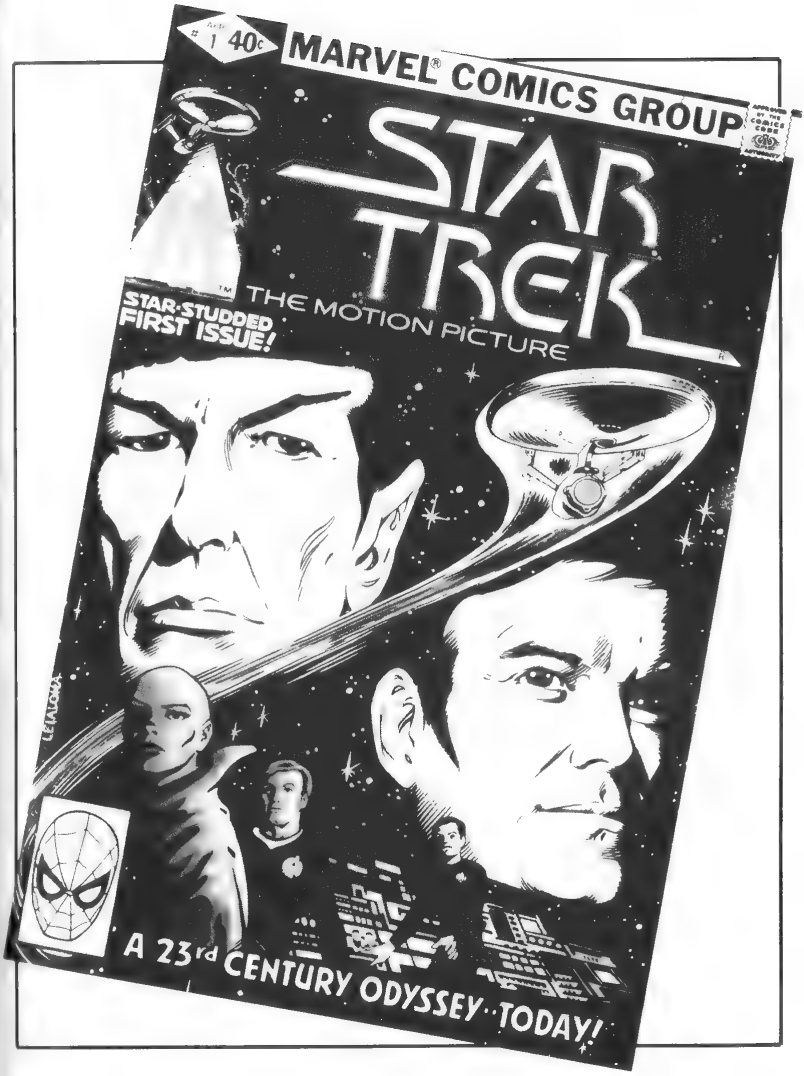
#1-"The Motion Picture"
#2-"V'ger"
#3-"Evolutions"

Adapted by Marv Wolfman
Drawn by Dave Cockrum and Klaus Janson

The first three issues of Marvel's **Star Trek** comic book series adapt the original feature film. They are reasonably faithful to the screenplay (which was covered in depth in the author's ***Star Trek: The Movies***). The weaknesses of the film are translated to the comic page. Marv Wolfman's adaptation does incorporate the missing footage that eventually made it into the ABC and subsequent video versions of the film.

The creative team on this book have admitted that it is far from their best work. Wolfman has stated that it was difficult adapting a screenplay that didn't make much sense to him. Cockrum has said that he was rushed in getting the book done because the film script arrived late that it is his worst artwork ever.

Upon concluding issue number three, the reader could only hope that things would get better.

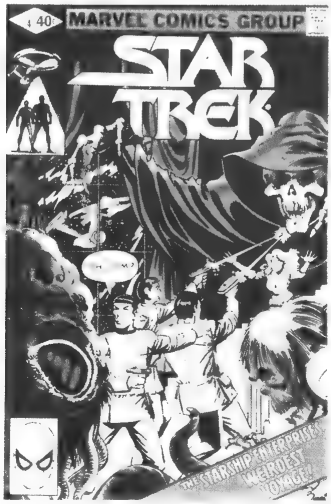

#1 40¢
MARVEL® COMICS GROUP
STAR TREK
THE MOTION PICTURE
STAR-STUDDED FIRST ISSUE!
A 23rd CENTURY ODYSSEY...TODAY!

STAR TREK

NUMBER FOUR

The Haunting of Thallus

Written by Marv Wolfman
Drawn by Dave Cockrum and Klaus Janson



Kirk and Spock meet with Admiral Fitzpatrick, who informs them that the Enterprise is to carry a prisoner. Thallus, their destination, is a world in close proximity to the Klingon border. Ambassador R'Kgg, who is in the admiral's office, will be joining them on the journey.

The image of Raytag M'Gora appears on the view screen. He has been certified insane, and his actions prove it. He screams furiously and slams himself against the walls of his cell.

Kirk, Spock and R'Kgg beam up to the Enterprise, with Raytag transporting aboard a moment later. No sooner has the process been completed than he springs from the platform, telling anyone who will listen that he will not go back to Thallus.

The alien runs out of the room and moves swiftly towards the engineering section. Kirk, Spock, Scotty and others, all armed with phasers set on stun, follow. Spock sneaks up to him

and renders him unconscious with a Vulcan nerve pinch.

Raytag is placed in a holding cell. Elsewhere on the ship crewmembers are confronting bizarre supernatural creatures, including a ghost and a werewolf. The alien asks Kirk, Spock and R'Kgg to come to his cell, which they do.

"I beseech you, Captain," he says, his voice as gentle as can be,,"please do not take me back to Thallus. If we enter their space I will not be their only captive."

Before Kirk can respond, he is informed of an emergency situation by the bridge. Departing, he suggests that the Ambassador listen to what Raytag has to say. Arriving on the bridge, the captain is informed of the sightings.

Spock compounds the mystery when he announces that scans pick up no planet where

OR RATHER I BELIEVE YOU SAW SOME THING I EXACTLY WHAT THAT M GHT BE
CAPTA N APPROACHING THE SPACE AN CO ORDINATES WHERE SCANNERS INDICATED NO PLANET HERE

MOMENTS LATER...
THAT SCREAM
KRAB
WATCH IT, JIM. THE TRICORDER SAYS THAT MONSTER IS REAL THOUGH THE READINGS ARE UNUSUAL!
IT'S NO USE, JIM. PHASERS ON STUN HAVE NO EFFECT ON IT!
I WANT TH'S THING ALIVE SO WE CAN STUDY IT
GRRRR
STOP!
I THINK I LET IT
BALANCE
YOU DID IT, CAPTAIN -- IT'S FALLEN THROUGH THE WINDOW!

MEANWHILE, IN THE BRIG, A SOLITARY PRISONER PACES HIS CELL FRANTICALLY, THEN THROWS HIMSELF INTO A DEJECTED HEAP IN A CORNER...

Thallus should be.

At that moment, Dracula appears on the bridge. Eluding phaser fire, the vampire proceeds to C-Deck, where he attacks and kills Ambassador R'Kgg.

Unable to discover any answers, Kirk and Spock return to the bridge. Visual scans determine that there is an old Victorian mansion floating in space, contained in an oxygen atmosphere.

They return to Raytag's cell and question him about this apparent haunted house. All the alien will say is that he tried to warn them. Now they too are prisoners of Thallus.

A boarding party transports over to the "house." There they find the Frankenstein monster and assorted supernatural creatures. McCoy suggests they leave, but that proves impossible. A squadron of Klingons enters the room as a Klingon vessel demands the Enterprise surrender herself.

In his cell, Raytag begins to laugh.

****

"The Haunting of Thallus" isn't much better than the adaptation of the first film. Marvel may have liked the idea of supernatural creatures because they were dealing with similar topics in other comics, including in **Tomb of Dracula**. Unfortunately they were out of place in the Star Trek universe. (This is true even though Robert Bloch dealt with supernatural themes in the television episode "Catspaw.")

It was going to take time for the creative team doing the comic to find the proper direction.

STAR TREK

NUMBER FIVE

The Haunting of the Enterprise

Written by Mike W. Barr
Drawn by Dave Cockrum and Klaus Janson

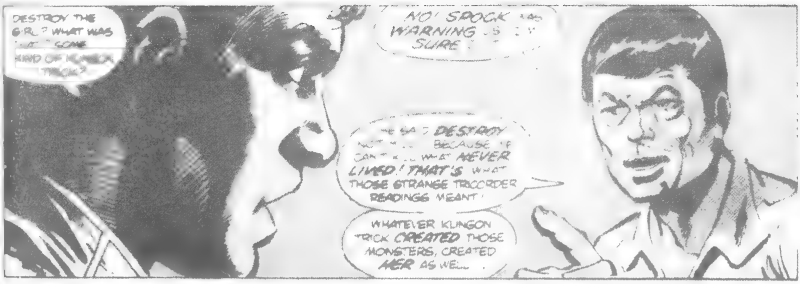
Still in the haunted house known as Thalius, the Klingons open fire on an Enterprise ensign. Kirk returns fire, ordering that all phasers be put on stun. The Klingons gain the upper hand and capture Spock as a prisoner of war.

On the Klingon vessel, the commander explains to Spock that his job is to "acquire" the Enterprise for study. The Vulcan was deemed the only valuable prisoner because of his knowledge of the ship.

Kirk and McCoy, who had picked up a woman being chased by a creature in the house, approach Raytag's cell on the Enterprise. They once again question him as to what's going on. All the alien will say is that the woman they have found possesses the answers to their questions, although she is not aware of it. Before another word can be spoken, the starship is jolted by a Klingon attack. Returning to the bridge, Kirk is told that enemy fire has damaged the warp drive, successfully leaving them stranded.

Examining the mysterious woman in sickbay, McCoy's instruments reveal something incredible. He moves to contact the bridge, but there's no answer as the ship is being infiltrated by various creatures. The doctor proceeds to the bridge himself, hoping to shed light on the mystery.

The Klingons explain to Spock that they had picked up a Federation space craft. Inside it was a horror film archivist who they hooked up to an energy converter. He become a living weapon. They can now conquer anywhere they choose provided there is a receptor to pick up and rebroadcast images projected to


DESTROY THE GIRL? WHAT WAS THAT SOME KIND OF KLINGON TRICK?
NO! SPOCK WAS WARNING US SURE
HE WAS DESTROY BECAUSE IF CAN'T ... WHAT NEVER LIVED! THAT'S WHAT THOSE STRANGE TRICORDER READINGS MEANT
WHATEVER KLINGON TRICK CREATED THOSE MONSTERS, CREATED HER AS WELL

it. Spock deduces that the receptor aboard the Enterprise is Raytag. He's correct.

Spock uses his mind-meld on the living weapon, projecting the message to the Enterprise that the woman must be destroyed or the starship will be.

McCoy realizes that the girl doesn't actually exist, which is why his tricorder picked up such strange readings. He pulls out his phaser and fires.

Aboard the Klingon vessel, the sleeper awakens. All the creatures running loose on the Enterprise disappear, only to reappear on the Klingon ship.

Spock and the sleeper beam back to the Enterprise with the strange device. It's revealed that the mysterious woman was actually his wife, who had been killed by the Klingons.

Things become normal once again and the warp engines are repaired. The Enterprise departs the sector of space.

****

"The Haunting of the Enterprise" was even worse than its predecessor. The idea of a horror film archivist creating nightmares, and the Klingons knowing what a horror film even is, leaves much to be desired. The plot is too much to believe.

STAR TREK

Number Six

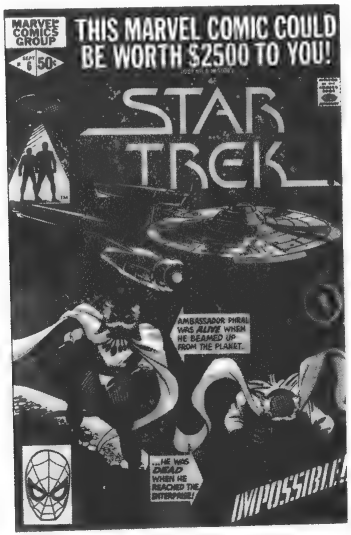
The Enterprise Murder Case

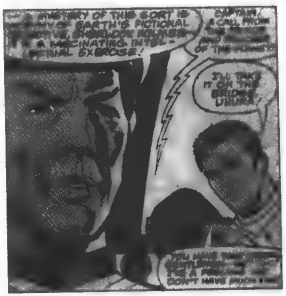
Written by Mike W. Barr
Drawn by Dave Cockrum and Klaus Janson

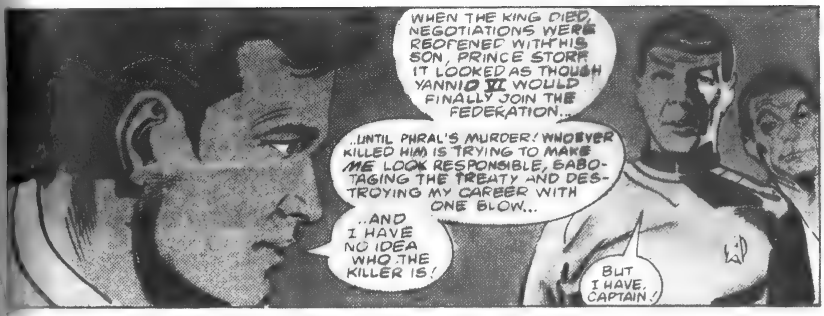
In orbit around Yannid VI, the Enterprise is in the midst of beaming up Ambassador Phral in order to sign a treaty that will allow the planet to become a member of the Federation. A standard beamup is underway when there is a transporter malfunction. According to Rand, it is not the device's fault. Somehow they're simply losing the Ambassador's signal.

Scotty and Spock take over the console just as McCoy walks into the transporter room. They are successful in regaining the Ambassador's signal and the man materializes on the platform. He lurches forward, and falls face-first to the deck, a knife portruding from his back. Communication is immediately opened with the planet's surface, with Kirk informing them that Phral has been murdered and demanding an explanation. The Royal Palace responds that no murder had taken place, and they demand an explanation.

No mention of a response is given as we move to sickbay, with Kirk musing that somehow the Ambassador must have been killed in the midst of beaming up. The captain says that Spock's penchant for deductive reasoning would be appropriate here, and the Vul-


MARVEL COMICS GROUP
THIS MARVEL COMIC COULD BE WORTH $2500 TO YOU!
STAR TREK
AMBASSADOR PHRAL WAS ALIVE WHEN HE BEAMED UP FROM THE PLANET.
...HE WAS DEAD WHEN HE REACHED THE ENTERPRISE!
IMPOSSIBLE!




WHEN THE KING DIED, NEGOTIATIONS WERE REOPENED WITH HIS SON, PRINCE STORR. IT LOOKED AS THOUGH YANNIO VI WOULD FINALLY JOIN THE FEDERATION...
..UNTIL PHRAL'S MURDER! WHOEVER KILLED HIM IS TRYING TO MAKE ME LOOK RESPONSIBLE, SABOTAGING THE TREATY AND DESTROYING MY CAREER WITH ONE BLOW...
..AND I HAVE NO IDEA WHO THE KILLER IS!
BUT I HAVE, CAPTAIN!

can notes that this would be a mystery worthy of Sherlock Holmes.

McCoy performs an autopsy, discovering that the man did indeed die from the knife wound, but that he was dead ten minutes before he materialized in the transporter room. Spock attempts to view computer tapes of the Ambassador's beamup, but discovers that an energy surge of some sort has erased them. Scotty doesn't have an explanation for this, but says that he will have tapes beamed up from the surface. Shortly thereafter, Spock views the tape and realizes that it reveals another discrepency.

Meanwhile, Kirk communicates with the planet's prince and princess from the bridge, reiterating that the Ambassador was killed on the planet's surface and that the Enterprise crew will do all that they can to apprehend the murderer.

The royal duo state that the Ambassador was alive when he beamed up and any agreement between their world and the Federation is void until an explanation is discovered. According to the prince, the murder has caused a public uprising insisting the plan-

... BUT NOT PERFECT!
THIS IS RIDICULOUS, JIM. ANYONE CAN TELL WE'RE NOT NATIVES, JUST BY LOOKIN' AT OUR HANDS! IF THIS PLAN OF YOURS GETS US ALL KILLED...
THEN I PROMISE NEVER TO DO IT AGAIN, BONES! NOW SHUT UP AND LET'S GO!

et join the Klingon Empire rather than the Federation. They mention that the name Phral is an anagram of the man's real name, Prince Arlph (why they mention this is never revealed,it is contrived to move the story along). This name holds significance for Kirk.

On the planet's surface, Sulu, Chekov and DiFalco are enjoying a drink in a tavern, when the locals get angry and pick a fight. The trio beam up to the safety of the Enterprise.

On the ship, Bones and Spock ask the captain what's been bothering him. Kirk responds that he had been to Yannid VI before when he was an ensign aboard the U.S.S. Republic. Klingon backed rebels had taken Prince Arlph hostage. Kirk had led a team to recover the man.

Unfortunately a warning phaser shot ricocheted off a "polished surface," striking the prince and sending him into a coma. Because of this, Arlph's brother became king. Furious over what happened, he declared that Yannid VI would never join the Federation and that Kirk would someday pay for what he had done.

Eventually the king died and communication reopened with the Federation—until Phral's murder. This had been performed in such a way as to make the captain look responsible for the man's death. Spock suspects the victim was a surgically altered duplicate. As proof he shows a computer tape that reveals Phral wearing a ring before he beamed up, but not when he rematerialized.

"Our arrival," says the Vulcan, "gave him the perfect opportunity to revenge himself against the captain."

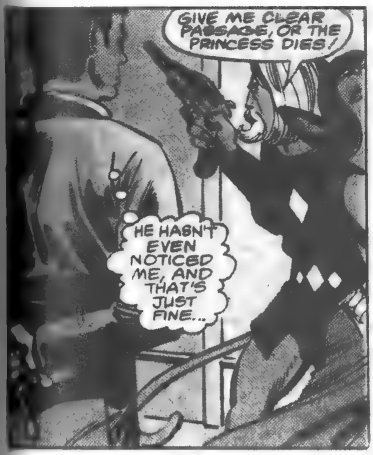
Disguising themselves as natives, they beam down to investigate the situation. In the Royal Palace they find a woman who has been murdered by phaser fire at point blank range. The trio are discovered and the Prince accuses them of murder. Spock disagrees, explaining that his "telepathic scan" of the people in the room have revealed one of them to be the physically altered Ambassador.

According to the Vulcan, Phral's beam-up transmission was intercepted by a rebel ship directly below the Enterprise. It replaced him with a surgically altered murdered man.

Phral, growing frightened at discovery, attacks the others and grabs a woman as hostage. McCoy uses a hypo-injection to immobilize him.

The prince is grateful to them for their aid, and Kirk asks that in return they sign the Feder-

MINUTES LATER, WHEN KIRK, SPOCK, AND THE THREE SUSPECTS HAVE BEEN ROUNDED UP...
IT IS FORTUNATE THAT WE HAD BEEN MONITORING THE ENTERPRISE, CAPTAIN, OR YOUR FORCED ENTRY AND MURDER OF DR. LOROC MIGHT HAVE GONE UNDETECTED...
...THOUGH I AM SURE YOU WOULD HAVE PREFERRED IT THAT WAY!
I HAVE GIVEN YOU MY REASONS FOR BEAMING DOWN TO THE PLANET, YOUR HIGHNESS; IF YOU CHOOSE NOT TO BELIEVE THEM--



ation treaty. The prince and princess happily agree.

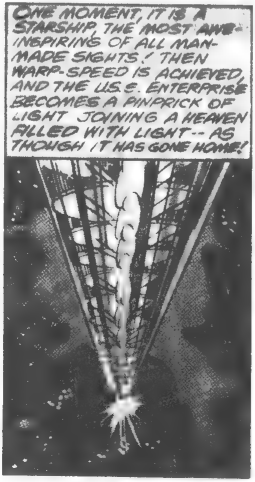
Back on the Enterprise, McCoy queries Spock as to his "telepathic scan" of the people in the Royal Palace. The Vulcan replies that his scan was merely a series of logical deductions.

"To put it bluntly," says McCoy, "you bluffed."

"Elementary, my dear Doctor," replies Spock.

••••

All in all, not a bad issue, although the mystery has credibility gaps, the most significant being the Ambassador's interception by a rebel ship. There's no way that Enterprise scanners would not have been able to detect the vessel and transporter activity.

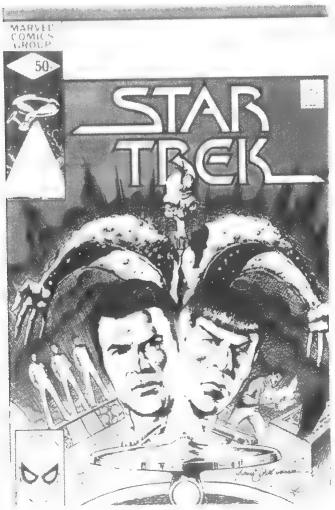

ONE MOMENT, IT IS A STARSHIP, THE MOST AWE-INSPIRING OF ALL MAN-MADE SIGHTS / THEN WARP-SPEED IS ACHIEVED, AND THE U.S.S. ENTERPRISE BECOMES A PINPRICK OF LIGHT JOINING A HEAVEN FILLED WITH LIGHT -- AS THOUGH IT HAS GONE HOME!

STAR TREK

NUMBER SEVEN

Tomorrow or Yesterday

Written by Tom DeFalco
Drawn by Mike Nasser and Klaus Janson



The Enterprise has entered the Andrea Star System because sensor drones have detected that the area will be flooded with Vega radiation. Their mission:to evacuate any life that may inhabit the planets in the general vicinity.

Spock informs Kirk that Andrea IV does possess a population of 200 "alien bipeds." The aliens dwell in a single settlement. They utilize primitive technology. There are no great cities.

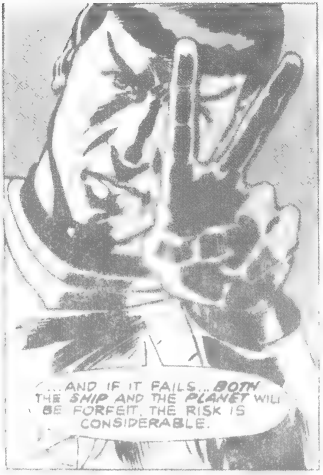
Kirk, Spock, McCoy and Ensigns Zorn and Todd meet in the transporter room and begin the beam down process. There is a disruption in the instruments. It is only through sheer determination that Chief Engineer Montgomery Scott averts disaster.

Materializing on the planet's surface, Kirk tells Scotty to keep him informed of the transporter situation. At that exact moment, a hovercraft with a single pilot approaches.

"Greetings fabled saviors from the sky," says the alien. "Long have we awaited this glorious moment."

They board the hovercraft and are taken to an area where there are giant statues erect-

JIM, WE MUST SAVE THESE POOR DEVILS!
BUT HOW BONES? WE CAN'T SHANGHAI THEM ABOARD THE ENTERPRISE!
PERHAPS WE CAN APPROACH THE PROBLEM FROM ANOTHER ANGLE.
WE MAY BE ABLE TO PREMATURELY DISPERSE THE VEGA CLOUD USING SHIPS PHASERS.



ed in the image of Kirk, Spock and McCoy. The Vulcan is fascinated. Tricorder readings place the age of these statues to be over twenty four thousand years old.

Ensign Todd explains that he has been speaking to the natives, trying to convince them of the danger that is approaching their world. His warnings have fallen on deaf ears. They seem to have no fear whatsoever.

McCoy interjects that medical analysis has revealed that the race is dying. This may explain why there are so few of them and why they seem preoccupied with the metaphysical. One of the aliens stated that he was preparing to "step beyond."

Once again, Kirk tries to explain the danger. The Andrean dismisses this, claiming that they are the protectors who shall shield them from danger.

Spock suggests that they beam aboard the Enterprise and use ship's phasers to dissipate the Vega cloud. This is dangerous because if they're efforts are not successful, then both

I SHOULD BE OUT
THIS PLANET'S DISTANCE FROM ITS SUN, ITS AR
ENERGY FIELD SEEMS THE MORE CURIOUS!
MR. SPOCK, ARE YOU SUGGESTING A HIDDEN TECHNOLOGY... OR A LITTLE OCCUPATIONAL THERAPY?
PERHAPS... BOTH.
STOP PLANNING BE EVER WHERE
CAPTAIN'S LOG, STARDATE
UNLESS THE ENTERPRISE CAN
OF LIFE REMAIN FOR ANDREA IT YET GOING A TR
R AS A DETECTOR, SPOCK AND I HAVE SET OUT TO
WHY VAST QUANTITIES OF SOLAR ENERGY ARE DRAWN
TO THIS PLANET...
ONE SUCH CONSTRUCT COULD EASILY HARNESS SUFFICIENT ENERGY TO POWER A HIGHLY-INDUSTRIALIZED, MEDIUM-SIZED PLANET...
IT IS MERELY A MARK SUCH AS ANTS LEFT BEHIND
McCOY TO KIRK! JIM, GET BACK HERE IMMEDIATELY! SOMETHING INCREDIBLE IS HAPPENING!

HE ARE WERE
HE SCREENS WERE
ABOUT TO FA
MR SULU, IF YOU'LL TAKE THE BRIDGE, THERE ARE SOME ENGINEERING REPAIRS WHICH NEED MY ATTENTION.
SIR--!

the planet and the Enterprise will be destroyed.

Seeing no other option, Kirk contacts the Enterprise. He asks Scotty to beam them up. Scotty says that it is impossible because of a solar energy field around the planet. It has grown more active and caused the transporter to malfunction. To make matters worse, the Vega cloud is rapidly approaching.

With no choice, Kirk orders Scotty to break orbit and move out of the vicinity of the encroaching radiation.

The alien takes them on hovercraft to a massive solar collector exceeding a hundred kilometer in diameter. Spock observes that a collector of that size should be more than enough to power a "highly industrialized medium sized planet."

Returning to the statues of themselves, the trio discover a hidden chamber which leads underground. They follow it and find a vast cavern of computers and other mechanical devices. Spock attempts a mindmeld with the alien who has been their host. The touch is broken a moment later.

"I was flooded with information," says Spock, obviously shaken. "Overwhelmed by a vast array of concepts and experiences. My mind is far too primitive to commune with such an intelligence."

According to the Vulcan, the Andreans are in a constant state of evolutionary flux, which, in their most developed state, is a mass of flowing energy.

Apparently Andreans are temporally transcendental. This allows them to experience all time periods at the same moment. As he continues, the others learn that the race had learned of the Vega cloud centuries earlier. They prepared the solar collectors on the surface and erected the statues of the three so that their descendents would remember their destiny.

They knew that Spock would move to a certain device at that exact moment, pull a switch and unleash "eons worth of reserved energy" which would unleash itself into space and successfully dissipate the Vega cloud, rendering it harmless to everyone.

On the Enterprise, Uhura informs Scotty that the cloud is dissipating. The bridge crew sighs, grateful that the new shields held.

Back in the cavern on Andrea IV, McCoy is amazed that they've encountered a race that transcends time. Kirk thinks it's a goal worth shooting for. Spock isn't so sure.

"Think of those listless Andreans on the planet's surface," he notes. "They live only to step beyond, and not all of them make it. Their lives are wasted."

Kirk is curious as to whether their science provided the basis for the planet to be saved, or if the Andreans's ability to experience the future guided all of their actions.

It's a paradox that fascinates the Vulcan. He would explore it, if only he had the time.

••••

At last, a Star Trek comic worthy of the name. "Tomorrow or Yesterday" is the kind of story that would have made a wonderful episode of the television series.

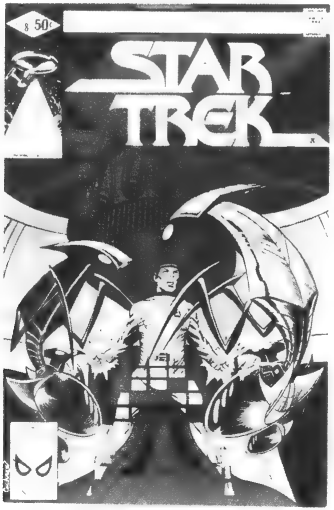
The artwork is a vast improvement over what had come before, filling the reader with optimism concerning future issues. The writing is right on the mark, with the characters behaving as they should. In addition, Spock seems to have emotion at certain moments, a story plus showing that the creative team is taking his encounter with V'ger into consideration.

STAR TREK

NUMBER EIGHT

The Expansionist Syndrome

Written by Martin Pasko
Drawn by Dave Cockrum and Ricardo Villamonte



While heading towards Starbase 14 in the Agena star system, the Enterprise is bombarded with a sonic weapon by a pair of alien spacecraft. The aliens identify themselves as the Mox, who come from Agena IV. All attempts at further communication prove fruitless.

Kirk wants to know whether Spock has a theory as to what's going on. The Vulcan stares blankly ahead, as though in a trance. From his mouth, the bridge crew hears an alien voice say that "He is a Vulcan...he possesses telepathic abilities. This one is suited to our needs."

Kirk observes that Spock seems to be in a state of mind-meld. He gives command to Commander Kyle.

In sickbay, McCoy is examining a Star Fleet agricultural engineer who is suffering from denebian rheumatic fever. that The Vega colony couldn't diagnose the disease. A heart transplant is necessary within 24 hours.

On the bridge, Spock disappears, leaving

ALL OTHER SYSTEMS, SENSORS, TRANSPORTER, IMPULSE ENGINES ARE FUNCTIONING NOR MALLY. WE'RE JUST NOT GOIN' ANYWHERE CAPTAIN. CANNA EXPLAIN.
ACKNOWLEDGED SCOTTY. KIRK OUT.
TELEPATHIC
MR. SPOCK AND HIS MIND-MELD
SPOCK!

FIRE PHASERS!
PHASERS NOT RESPONDING
ENGINEERING TO BRIDGE
CAPT'N, 'TIS WORSE THAN I FEARED! AHAB'S EVIL HAS NEUTRALIZED OUR WEAPONRY
ALL DRAINED AL POWER IN THE WARP ENGINES TOO
THE MATTER ANTIMATTER SHIELDING IS BREAKIN' DOWN! WE'RE IN RED ZONE PROXIMITY!!
UNLESS THE FREE CLEBE, AS CAPT'N FOUR HOURS WELL BE
BECAUSE THEY'VE LOCKED ONTO US WITH A TRACTOR BEAM AND ARE BEGINNING TO ORBIT

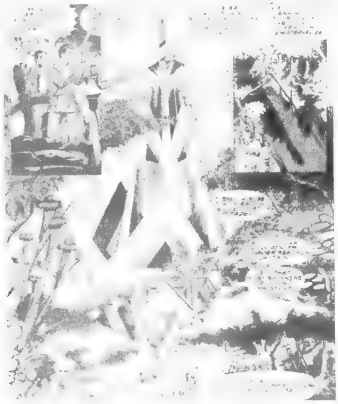
only his communicator behind.

"The Ageans must know we can't beam him back without the coordinates it supplies," observes Kirk.

Viewscreens reveal that one of the alien craft is breaking formation. Quick scans reveal a Vulcan is aboard. To make matters worse, the Enterprise is being held by an energy beam...and the matter/anti-matter shielding is beginning to breakdown. Scotty announces that if this isn't corrected within four hours, the Enterprise will explode.

Kirk and McCoy lead a landing party. A security officer is killed nearly as soon as they arrive, the apparent victim of a gunshot. A fight ensues with a blue skinned alien wielding a sword, but the Enterprise officers subdue him. The alien explains that he believed they were cleverly disguised members of the planet's enemy race, the Mox.

On the Enterprise, Kyle announces that scanners have located Mr. Spock. There are no other lifeform readings within a 200 kilome-



I CANNOT DO WHAT YOU ASK
TO USE VULCAN TELEPATHIC TECHNIQUES ON THE KAMAHR AS YOU REQUEST WOULD BE A VIOLATION OF THE FEDERATION'S PRIME DIRECTIVE.
I AM SYMPATHETIC BUT I REFUSE
THEN YOU WILL BE DESTROYED!

ter range.

Kirk and the others are led to a giant citadel of strange design. The alien, who describes himself as an Org, explains that this is the city of the Mox. They must not enter.

Kirk tells the Org that he's going to be their guide. To hide his true identity from the Mox, he is equipped with a security helmet and Chekov's jacket. McCoy is curious as to why Mox and Orgs hate each other. Their "guide" explains that Mox live in a sterile environment and serve no purpose on this planet other than taking up space. The Orgs have found themselves living in cramped and unhealthy conditions. Much of the race has died as a result.

"Thus it is inevitable that Orgs and Mox will one day battle," he states matter of factly, "for room to breathe and breed."

Kirk notices a snail-like Kamahr crawling on the ground, and wonders aloud if they're edible. The Org replies that they cannot be caught in sufficient number to be utilized as food. DiFalco fires her phaser on stun to see if they can determine how the creatures avoid capture. Kirk chastises her, claiming that the prime directive clearly prohibits interference with the natural order.

McCoy notes that the creature merely "shrugged" off phaser fire. Apparently it generates its own forcefield.

The Mox, meanwhile, are confronting Spock. They explain that although it is against their culture to kill, they will do so to survive. The Vulcan is sympathetic, but cannot use his mind-meld abilities on the Kamahr as they've requested. It would go against the Prime Directive.

One large insect-like Mox explains that his refusal to cooperate will result in his death.

Kirk, McCoy and the others proceed towards the citadel. They notice that the Mox are not disturbed by their presence. The society appears to be one of harmony, cleanliness and tranquility. McCoy utilizes his tricorder to discover that the Mox are actually highly sophisticated robots.

"Of course," muses Kirk. "It isn't 'M-O-X,' it's M-A-C-H-S...as in machines."

"And the orgs must be organisms," adds McCoy with shock.

One of the Machs begins to sound an alert, announcing that an Org spy is in their midst. A group of Machs begins moving to capture them. Phaser fire proves useless. The Org picks up a branch and plunges it into one of the Mach's dorsal sides, thus immobilizing it.

Questioning the Org, Kirk is told that they've been used. An Org invasion is planned on the Mach city. The captain can't worry about this. He's got to find Spock. They proceed and free the Vulcan.

Spock explains that the Machs had developed a mind-probe. Orgs have been invading the city and systematically creating destruction. A Mach read the mind of one of the captured Orgs and learned of the invasion.

The robots detected Spock's mental abili-

IN A FEW WEEKS, I'LL BE WELL ENOUGH TO START INSTRUCTING THE ORGS IN HOW TO BUILD HYDROPONIC GARDENS...
SO THEY CAN GROW FOOD--DESPITE THEIR BARREN LAND!
THEN WE'LL BEGIN A POPULATION-CONTROL PROGRAM...AND WITH THE MACHS' HELP, THE CONSTRUCTION OF HIGH-RISE DWELLINGS!
I'M SURE I'LL FIND MY NEW ASSIGNMENT VERY REWARDING!

ties. They wished to use him to convince the Kamahr to use their own telekinetic abilities to ward off the invasion.

A debate ensues as to whether the Mach should be destroyed. The decision is made easier, according to McCoy, by the fact that Machs aren't really alive.

"Who are we to decide the Machs aren't 'alive?'" demands Kirk. "They're sentient. They reproduce. They possess reason. They also cared for their environment far more responsibly than the Orgs. And if we let them be destroyed, how do we know that's not tantamount to murder?"

Spock agrees. Before anything else can be said, the Org army arrives, creating destruction in their wake. Seeing no choice, Spock mind-melds with one of the Kamahrs. Combining energy with a dozen of the creatures results in a beam which lashes into space destroying the Mach machine holding the Enterprise captive.

The Enterprise is set free, Kirk orders Scotty to utilize phasers on stun to knock out the Org army. McCoy, as angry as ever, declares that by using the Kamahr in such a way they've broken the Prime Directive. Kirk doesn't agree, and will discuss it with him later.

Meanwhile, Agricultural Engineer Fowler escapes from sickbay and beams down to the planet. Having heard of the conflict, she believes she has the solution, but passes out before she can say anything else. McCoy examines her, and explains that if she doesn't have a transplant immediately, she'll die.

On the Enterprise, Kirk's log states that the Mach's mechanical heart saved Fowler. She, in turn, has set up a system between the two races whereby they will rebuild the planet together. This is all good and fine, but McCoy still wants to know how Kirk could be so sure that he wasn't breaking the Prime Directive.

Having checked with Mach records, Kirk replies that he knew neither race is native to Agean IV. The Orgs are descendents of Earth humans who fled Earth in the 1990s to escape the Eugenics Wars. They evolved into blue skinned beings as a result of atmospheric and gravitational conditions on Agean IV. Their robots were discarded and also evolved, into the Machs. Since neither race is indigenous to Agean IV, the Prime Directive did not apply.

****

"The Expansionist Syndrome," presented readers with the second good story in a row. This one was true to Trek, if somewhat repetitive.

The word game, so contritely played in ***Star Trek:The Motion Picture*** with V'ger(actually Voyager), rapidly become old hat. The idea of Orgs being Organisms and Machs being Machines doesn't seem fresh, but it does work.

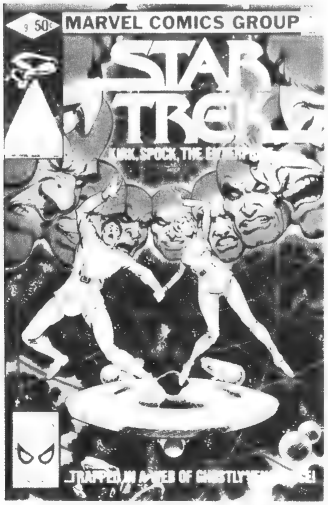
The characters are handled well. The only real fault with the issue is the artwork. One would hope that it wouldn't appear so rushed at this point.

STAR TREK

NUMBER NINE

Experiment in Vengeance

Written by Martin Pasko
Drawn by Dave Cockrum and
Frank Springer



The Enterprise comes upon a derelict starship known as the Endeavor. It was reported missing twenty seven years earlier.

The starship moves closer, beginning a full sensor scan. The Endeavor roars to life and begins to open fire upon the Enterprise.

Spock announces that there is no life form reading on the other vessel. Photon torpedoes are fired, successfully destroying Endeavor's shields.

A boarding party transports over to the ship's bridge, where they discover a group of skeletons at familiar stations. After a quick analysis, McCoy states that these people have been dead for over twenty years.

At that moment, one of the crewman from the Enterprise begins glowing blue, and starts firing his phaser randomly. Phasers on stun are turned against him, to which he seems impervious. Even Spock's nerve pinch proves useless. Five men grapple him to the ground. Then Kirk gives the order for them to return to the Enterprise.

Sedating the crewman, Kirk records a captain's log in his quarters. Lt. Karen Hester-Jones, a former lover of Kirk's recently assigned to the Enterprise, requests permission to

enter. It's granted.

She and Kirk begin talking about their past life together, and how neither has quite gotten over the other. This despite the fact that she's been married. She wants to know if he still cares for her. He says that he does, which, in his estimation, is exactly the problem.

Later, in the briefing room, Spock informs the gathered group that a Janet Hester on the Mycena planetoid had sent out the distress signal to which the Endeavor responded. Hester-Jones tells them that the woman was her great grandmother. And that such a distress call was impossible. The woman had died in the year 2139 at the age of 36.

Medical computers show the image of the woman and determine that her age is 89. Logs of the other vessel show that this woman, who had reappeared under mysterious circumstances, had been beamed aboard. Shortly thereafter, members of the crew became gripped with madness. Two members of security , utilizing phasers, killed 27 crewmembers.

"And within a week," says Spock stoically, "296 of the crew had been murdered."

Kirk responds with the news that Star Fleet

has ordered them to proceed to Mycena to see if there is anything that can be learned.

Kirk, Spock, Sulu and McCoy beam down to the planetoid's surface wearing protective gear as it is an ice world. A creature attacks. Phaser fire proves useless, and tricorder readings do not even detect its presence. They escape into an ice cavern, where they discover machines, including a "defense field." Further investigation reveals that some of the equipment is of terrestrial design.

Computer tapes are run. They learn that Dr. Janet Hester was there. Kirk attempts to contact the Enterprise, but Uhura goes berserk, obviously possessed, and destroys much of the communication equipment. Things aren't too bad as they are still able to contact the surface.

Scotty tells them that madness is spreading quickly through the crew. The captain tells him to have Hester-Jones beam down with two anti-gravs, just in case the device has to be moved. She prepares to beam down but is attacked by a crewman who is glowing blue.

"It's her we want," he snarls. "She must be stopped!"

The man is sedated. Hester-Jones beams down, where she is questioned about her grandmother. Meanwhile, McCoy has transported aboard to continue his studies of the stricken patients and the logs from the planetoid. Looking over the patients, the doctor becomes convinced that they're actually possessed rather than stricken by disease.

"We seek Hester," they chant. "The Unity seeks Hester..." While McCoy communicates this information to Kirk, a sixth possessed crewmember breaks in. He beats McCoy to near unconsciousness and frees the others. They're heading for the transporter room.

They appear on the planet's surface and begin to move in to kill Hester-Jones. Kirk uses his phaser to dislodge part of the ceiling. It separates them from the others. An energy field approaches through the rubbish. Spock utilizes defense shields, and successfully contains the energy.

The energy takes a semblance of human features. It explains that Dr. Hester had begun experimentation with her transporter. The re-

COMMUNICATIONS RESTORED, MR. SCOTT... I HAVE THE CAPTAIN
SCOTT HERE, CAP'N SORRY ABOOT THE INTERFERENCE - WE'RE HAVIN A WEE BIT O' TROUBLE!
"IT'S THE MADNESS... IT'S SPREADIN'!
"...JUST STRUCK UHURA SIR... SHE'S THE FOURTH VICTIM!
I'D BE WORRYIN... DR CHAPEL ASSURES ME SHE CAN HANDLE

KAREN--YOU DON'T HAVE TO GO. YOU WERE RIGHT--I DO OWE YOU SOMETHING.
NO. I DID WASTE NINE YEARS BECAUSE OF YOU, JIM--BUT THAT WAS MY DOING.
I WAS TOO WRAPPED UP IN MY ROMANTIC SELF-DELUSION TO SEE THE TRUTH. BILL COULDN'T COMPETE WITH YOU...
AND I COULDN'T COMPETE WITH YOUR COMMAND. YOU DON'T OWE ME ANYTHING.
YOU SAVED MY LIFE. YOU'VE GIVEN ME BACK A LOT OF YEARS I MIGHT HAVE LOST.
THOSE YEARS I'M NOT GOING TO WASTE. GOODBYE, JIM...
GOODBYE KAREN.

sult was that their molecules had been scattered throughout space.

Despite this, the electrical impulses of their brains continued to survive. They existed in non-corporeal form for years. Then the Endeavor approached and they entered through its hull.

The crew captured Hester, but she managed to escape. The Endeavor searched for her, but their attempts were unfruitful. The energy force took over the crew and made them kill each other and continued their search. Again, the results were in vain.

Kirk wants to know why they attacked the Enterprise. The force explains that they could not take the chance of the starship reporting the situation to Star Fleet Command. The captain tells them that the young woman is not Hester, but he can give the woman they seek to them.

Buried in the ice is the shuttlecraft from the Endeavor, and within it is the preserved (and frozen) corpse of Hester. The energy is unleashed when the defenses are lowered. As they enter the shuttle to seek final vengeance, Kirk has Enterprise's phasers seal the cave, thus burying the energy beings.

The story ends with Karen Hester-Jones realizing that the hurt she's felt from Kirk comes largely from her own mind.

"I was too wrapped up in my romantic self-delusion to see the truth," she says tearfully. "Bill couldn't compete with you...and I couldn't compete with your command."

She departs from the Enterprise.

****

This story continues Marvel's strange preoccupation with horror themes. During the course of this series, the Enterprise has come up against everything from Frankenstein's monster to a group of vengeance seeking ghosts.

Despite this, there are nice moments. The subplot of Kirk and Hester-Jones's prior relationship helps build characterization. The artwork continues to leave much to be desired.

STAR TREK

NUMBER TEN

Domain of the Dragon God

Written by Michael Fleisher
Drawn by Leo Duranona and Klaus Janson

The Enterprise has been in orbit around Barak-7 for 72 hours. The crew finds that the bizarre magnetic properties of the planet have disrupted communications and caused the transporter to cease functioning. A landing party must take a shuttle down to the planet's surface.

Kirk suggests that he and Spock finish their surveys. McCoy vetoes this idea, pointing out that the captain is just recovering from the flu. Instead, he and the Vulcan will take the shuttlecraft.

No sooner has the shuttle entered the atmosphere then it begins to malfunction. They manage to crashland on a mountain top. Neither man is seriously injured.

Moving out of the craft, they learn that its filters have been clogged by magnetic dust. It will have to be cleared manually. Before they can do this, they witness a tribe of savage men leading a woman towards a pool of vicious reptilian creatures.

McCoy makes a move to help the woman, but Spock insists that the Prime Directive forbids him from interfering. The argument goes no further as the woman runs in their direction,

begging for help. Left no choice, they begin firing their phasers set on stun.

Seconds later, the doctor's weapon ceases to function. . He deduces that the magnetic dust is causing the weapon to lose power.

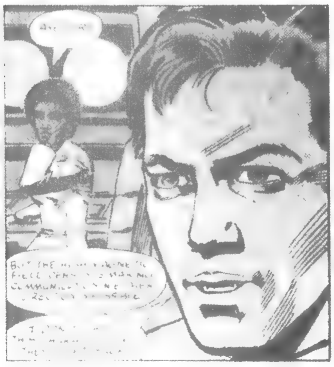
Communicators prove useless as well. Spock orders McCoy to take the girl and flee. He reluctantly does so.

The primitives overcome the Vulcan and he is led to the "Mighty Ragnok." Spock's captors call him a Shaman, but a weakened one as his weapon did not work. Ragnok, the leader of the primitives, is amused. He is tempted to kill the alien, but is not confident that he can do so safely.

Rather than take the chance of killing a Shaman, he will make the Vulcan his slave. Spock is to work in the mines.

On the Enterprise bridge, Kirk is growing increasingly concerned over the lack of contact between the shuttlecraft and the starship. Uhura informs him that all attempts at communication have met with failure.

Meanwhile, N'Shulu (the woman)and McCoy make their way to her tribe. McCoy is greeted warmly, and informed that these



--THE SCENE CHANGES ABRUPTLY FROM ONE OF BATTLE TO WILD JUBILATION...
RAGNOK IS DEAD! LONG LIVE OUR NEW RULER, MIGHTY K'BARRGH!
THE DRAGON GOD HAS CHOSEN K'BARRGH TO LEAD US!
YES! I WILL BE A GREAT LEADER, AND THE MAGIC FLYING STICKS WILL MAKE US A GREAT AND POWERFUL PEOPLE!
ALL'S WELL THAT ENDS WELL. SPOCK "NON-E" S GET THOSE FILTERS UNCLOGGED SO WE CAN GET HOME AND...
ALL WELL, DOCTOR? LISTEN TO THEM

people will some day attack Ragnok. They will wait until their strength has increased.

The doctor is concerned. "Some day" is not soon enough to save Spock's life. There must be, he muses, a way to even the odds. Does he dare risk violating the Prime Directive?

"He sacrificed himself to save us," mumbles McCoy. "Prime Directive or not, I've got to try."

Using nearby trees, McCoy helps the people to construct bows and arrows, instructing them in the new weapon, proving that it gives a few the strength of many.

On the Enterprise, Kirk orders that Scotty prepare a second shuttle to embark to the planet. This one is to have antimagnetic filters mounted on the engines. The atmosphere won't affect its operation. The chief engineer states that the procedure will take time, but he'll alert him when the craft is ready.

McCoy leads an attack on Ragnok's people. K'Baargh, the leader of the other tribe, goes into battle against Ragnok, using his bow and arrow to kill the much larger man. The people begin to chant his name.

K'Baargh's first order of business is to have a slave girl sacrificed to the serpent God in grati-

tude for his victory. McCoy is horrified to realize that he's created a tyrant as terrible as Ragnok.

"A not entirely unpredictable outcome, Doctor," replies Spock.

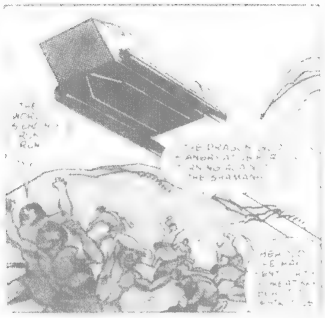
McCoy tries his best to convince them to listen to him. His rejection of their new way of life is seen as an act of evil. They announce that both he and Spock must be destroyed to cleanse the planet of filth. As they move in for the kill, a shuttlecraft flies overhead. The startled savages drop to their knees.

Kirk picks the pair up, and they head for the Enterprise.

****

"Domain of the Dragon God" is a rehash of TV episodes, most notably "A Private Little War."

The artwork is fair. Perhaps the most preposterous aspect of the entire story is that McCoy would be the first to break the Prime Directive. As witnessed many times on the original series, he was the biggest advocate of this space law.

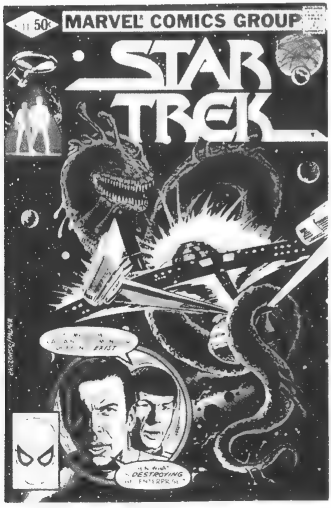


STAR TREK

NUMBER ELEVEN

Like a Woman Scorned

Written by Martin Pasko
Drawn by Joe Brozowski and Tom Palmer



The primary crew of the Enterprise sits in the briefing room watching log tapes of the crew of the U.S.S. Lafayette. They had beamed down to the planet Andronicus. After two days, strange radiation had killed each of them in painful ways. Spock states that psychiatrist Carl Wentworth founded the "AntiApologists Movement" and settled a colony on this planet. Kirk concurs, adding that Berthold radiation is beginning to penetrate the protective dome containing the colony. The Federation has ordered them evacuated.

Some time later, the first members of the colony transport aboard the Enterprise. As Andrea Manning materializes, she is shocked to see Montgomery Scott. It's immediately apparent that the two of them had at one time shared a rather special relationship.

With all the colonists aboard, the Enterprise proceeds to Starbase 28 to drop them off. On the bridge, Spock notes a marked decline in Scotty's efficiency. He attributes it to Andrea's presence.

Dr. Wentworth, who is being given a tour of the Enterprise, enters the bridge and immediately "goes to work." Kirk gives an order to

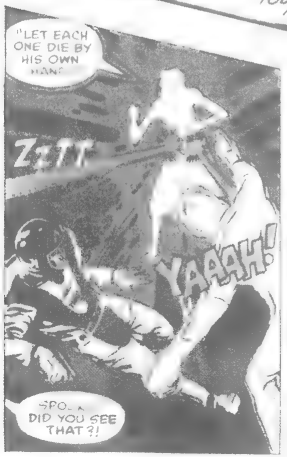
MEAN-WHILE...
WH-WHO ARE YOU...? ARRRGGH!
MON'GOMERY SCOTT! I'VE COME FOR YOU-- YE KNOW THAT, DON'T YE?
KEEP AWAY FROM ME! WHATEVER YE ARE-- D-DON'T TOUCH ME! P-PLEASE-- DON'T TOUCH ME!

Uhura. When she moves to comply, Wentworth wants to know where her self respect is. How can she so simply take orders?

"Look, Mister," she replies sternly. "This is a starship, not one of your 'ego nurturing seminars.'"

Meanwhile,in engineering, a strange creature (seemingly a female alien) appears wielding a sword. The ugly alien claims that she's come for Scotty. Phasers prove useless, as does the Vulcan nerve pinch. Scotty is knocked out. A moment later the creature disappears.

In sickbay, McCoy examines the Scotsman, and determines that his nerves will be hectic for a while. Apparently Scotty was absolutely terrified by something. As they discuss the situation, he begins to mutter the words "Black Annis." Spock goes to the lingua-computer to determine the significance of the word. Meanwhile, Wentworth goes to the rec room. Through some form of hypnosis, he convinces the people there (including Uhura, Sulu and Chekov) that the Enterprise should be diverted to the planet Drexler II. The world is considered a paradise.



Christine Chapel talks to Andrea, asking her to help Scotty. He's going through such a rough time. Andrea nearly laughs in Christine's face, claiming that a little insanity might be good for him after what he's put her through for so many years.

"A woman has to have a dilithium crystal where her heart should be to get the attention she deserves from him," she snaps, her voice laced with anger and pain. "Tell him to go to the devil!"

In sickbay, Spock has determined that Black Annis was a witch of ancient Scottish folklore which reportedly devoured small children. This stuns Kirk and McCoy. Pondering this, the captain heads to the bridge. He discovers that the Enterprise is headed in the wrong direction. The crew refuses to change course. This causes Kirk to state that they'll all be facing courts martial if their attitudes don't change. He summons security. They place Sulu and Uhura under arrest.

As Scotty comes to in sickbay, he explains that he doesn't remember thinking of Black Annis. A bird-like creature known as the Direach appears and wraps a claw around McCoy's neck. This animal is also a member of Scottish folklore. Spock moves in to utilize the Vulcan nerve pinch, but is merely knocked aside. A crewman enters the room and begins to fire his phaser. The beam is merely reflected back into him.

In sickbay, Andrea grows more frantic. She suddenly passes into unconsciousness. As she does so, the winged creature vanishes. McCoy deduces that there is a connection between her and the creatures that continue to threaten the crew.

At that moment, Chekov contacts Kirk to inform him that every level is reporting mass insubordination. Before he can say anything else, Wentworth is by his side with a phaser aimed at his head. He gives the order for the Enterprise to head back to Drexler II, "or Mr. Chekov's head will part company with his body."

According to Wentworth, the Andronican Mind-Direction Techniques he's mastered will allow him to command the Enterprise, and even capture the will of Kirk and Spock. His ultimate goal is to free the galaxy from enslavement, with Drexler II serving as the home base of the new movement. The Enterprise is to be the flagship of its fleet. He claims that he and

"the woman" are the next best thing to godliness.

As Kirk proceeds to the bridge, Spock engages in the Vulcan mind-meld with Scotty. The Captain arrives. He tells Wentworth to relinquish control of the bridge. He does his best to convince the madman that the crew is happy to serve on the Enterprise. Wentworth utilizes his abilities against the captain, convincing him that he would have been happier as a deskbound Admiral.

McCoy drugs Scotty, rendering him unconscious for at least twelve hours. It's hoped that this will give them time to determine what's going on.

Andrea awakens at that moment. She starts screaming at the sight of the Scotsman. Suddenly the Enterprise begins to shake violently. The motion snaps Kirk out of his euphoria.

Moving quickly, he delivers a left upper cut to Wentworth's jaw, sending him down to the deck. Through the viewscreen, the crew is horrified to see the Loch Ness Monster wrapping itself around the starship.

Realizing what's going on, McCoy sedates Andrea. A moment later the creature disappears. Later both she and Wentworth are placed in a rehabilitation facility.

Spock explains that he had used the mind-meld to remove all memories of folklores from Scotty's mind. He had neglected to realize that Andrea could just as easily pick up the images from his mind.

McCoy notes that it's reassuring to see that the Vulcan can make mistakes. Somehow it makes him seem more human.

"In the future," he replies stoically, "I shall allow myself no margin for error whatsoever."

****

"Like a Woman Scorned" has much improved artwork. The characters resemble the screen characters. This is nice for a change.

Unfortunately the story is old news, even for comics. Didn't we just see something similar in issues three and four?

To make matters worse, things are wrapped up much too quickly. We're never given a satisfactory explanation for Andrea's ability to create creatures out of Scotty's subconscious. Or how Wentworth was able to tap into this ability.

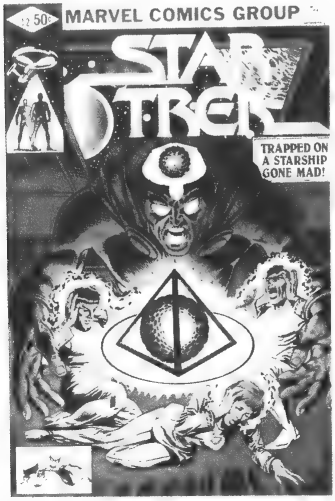
Overall, not a very good job (but thanks anyway for the pleasant artwork).

STAR TREK

NUMBER TWELVE

Eclipse of Reason

Written by Alan Brennert and Martin Pasko
Drawn by Luke McDonnell and Tom Palmer



The U.S.S. Icarus is about to become the first Federation starship to embark on an extragalactic probe. The captain of the vessel, Kadan of Phaeton, has beamed over. He is essentially a brain encased in a transparent triangle container, moving around on an anti-grav unit.

Kirk is stunned when Janice Rand introduces him as her husband. Rand is supposed to join the Icarus on its mission. Kirk tries to dissuade her from this, pointing out that she will be the only human being aboard the starship.

While the Icarus prepares to embark on its mission, Kirk and Rand speak privately. She tells the captain that she has fallen in love with Kadan, for, quite literally, his mind.

"But what about your body, Janice?" Kirk asks with emotion. "He doesn't even have one. What can he feel for you? What kind of husband can he be? You're a woman and you have needs."

Rand is surprised at this concern, pointing out that fourteen years earlier he didn't even notice her. It is why she transferred off of the Enterprise soon after the beginning of its initial five year mission.

"The Enterprise was all you ever needed," she says softly, "but I've found something else—the need to be needed."

Kirk respects this and gives her his blessing. He feels as if he's seeing her for the first time.

The Icarus proceeds to the energy barrier at the edge of the galaxy. As it begins to pass through, the vessel is confronted with awesome energy waves and is bounced back. As Janice comes to, she finds her mind flooded with telepathic impressions from the beings around her. With terror, she realizes that Kadan and the others have gone insane. The Icarus, now under the control of the mad, destroys a Federation cargo ship.

Meanwhile on the Enterprise, Spock receives telepathic impressions from the Icarus...a cry for help. In private he tells Kirk that Rand's deep feelings for the captain allowed her thoughts to be channeled from the Icarus. The other ship, he explains, is completely out

of control. Rand cannot decide what she should do.

Heading back to the bridge, Kirk orders an intercept course laid in. Shortly thereafter a battle ensues between the two starships. Neither gains the upper hand.

Janice opens communication with the Enterprise. She informs Kirk that Kadan and his "people" have grown homesick. They're returning to their native planet with full intention of landing the starship. Spock points out that if the Icarus enters the atmosphere, the resulting matter/anti-matter explosion will annihilate millions of innocents.

The Enterprise attempts to stop the Icarus. Kadan gain controls over various ship systems. Kirk, Spock and several others beam over and are attacked by various shipboard items.

Janice meets them, while Scotty informs the Enterprise crew that if all else fails they're going to have to collide their starship with the Icarus. The other vessel must be destroyed before innumerable deaths take place.

Both Spock and Rand attempt to communicate with Kadan telepathicly Their efforts are fruitful as sanity is returned to the superior intelligence.

Kadan and his fellows will have to be placed in an asylum for rehabilitation. Janice seems alright, although her telepathic abilities are gone.

Kirk is truly sorry that things didn't work out. She emphasizes that he shouldn't be. After all, she helped in saving millions of lives. That is nothing to be sorry about.

****

"Eclipse of Reason" is an excellent Star Trek story with wonderful artwork. The characters are handled beautifully. It's nice to hear Janice's feelings concerning the short-lived "thing" she and Kirk had on the original series.

One gets the feeling that this would have made a good episode(although there are similarities to "The Return of the Archons").

I CAN'T GET AN ANNULMENT
DON'T WORRY ABOUT THAT NOW. YOU THINK YOU COULD STAND BEING JUST A TRANSPORTER CHIEF AGAIN?
WHAT ELSE IS THERE?

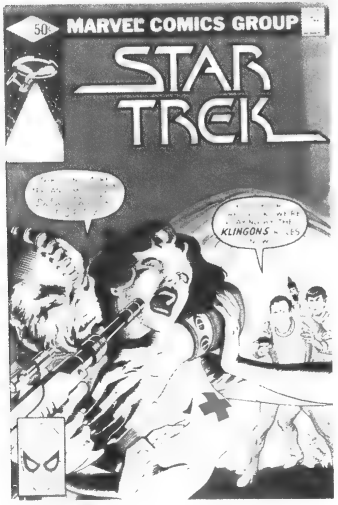
DON'T
I WANTED TO ACCOMPLISH SOMETHING MEANINGFUL... AND I HAVE.
I'VE HELPED SAVE MILLIONS OF LIVES... AND THAT'S NOTHING TO BE SORRY ABOUT!!

STAR TREK

NUMBER THIRTEEN

All the Infinite Ways

Written by Martin Pasko
Drawn by Joe Brozowski and Tom Palmer...and D. Hands



The Enterprise is in orbit around the planet Hephaestus in the Kyros system. They discover a Klingon vessel. Kirk points out that this is a neutral planet. According to the Organian Peace Treaty, the Klingons have as much right to be there for shore leave purposes as they do.

Kirk, Spock and McCoy beam down to the surface to meet with the High Council of the planet. They find themselves in a city constructed of stone. As they make their way to the underground chambers, a woman named Joanna with a Vulcan watches them carefully. She's not sure, but she believes that the one the captain called Bones is really her father.

Meanwhile, in the High Council chambers, President Mukii (who, like other members of his race, is a talking chimpanzee) informs Kirk it seems likely that a mining agreement will be established with the Federation.

The Klingon Commander named Kagg walks in a moment later. He states that it is his duty to protect this planet from being plundered by the Federation. Kirk nearly laughs aloud at this, wondering who's going to defend it from the Klingons.

That evening, Spock, Sulu and Chekov are taking a tour of the city when they hear a shout for help. Running,they come across a Klingon choking one of the articulate simians, demanding to know where the manufacturing center is. A fight ensues.

Elsewhere, McCoy is relaxing with Kirk in a nightclub when a woman approaches. The doctor immediately recognizes her as his daughter, and is shocked. Having made sure that he was who she thought he was, Joanna begins to walk away. McCoy protests, but is separated from her by a Vulcan named Suvak. He is going to be her husband.

Joanna ultimately decides to talk to him, expressing the hatred she's built up over the years. He deserted his family to join the Enter-

prise. During their conversation, Suvak collapses.

At the same time, Kirk and Spock discover a simian with its neck broken. Kagg approaches the group, explaining that he knows the Federation is responsible for the murder. He wants them to take leave of the planet. Kirk, naturally, doesn't buy this for a minute.

Performing an autopsy on the slain ape, McCoy discovers a tiny subcutaneous implant at the base of its skull. IT is a symbiotic device. One of the apes, Dr. Sikaar, explains that their mental abilities are achieved via artificial methods. Eons ago, aliens once landed on the planet and implanted the devices. The implants are now manufactured on the planet. This allows the race to retain its high intellectual prowess. As McCoy moves his attention back to the unconscious Suvak, another dead ape is brought in.

Examining the details, Spock muses that the Klingon plan is to find and destroy the manufacturing plant. They will then systematically remove the devices from the inhabitants. The natives will revert back to dumb beasts and have no claim over the planet. This will make it possible for it to fall under the domain of the Klingon Empire.

Kass walks in, gloating at how easy it will be to get around the Organian Peace Treaty. Other Klingons savagely attack the Federation personnel. The apes, realizing who the evil ones are, move in and kill Kass.

Elsewhere, Joanna is crying because Suvak may die from the virus he has. Their life together will be over before it can begin. McCoy is incredulous. What kind of life could she possibly have with a Vulcan? She'll only be loved once every seven years, he adds.

"I'll actually be better off than my mother was," she counters. "At least when my husband doesn't touch me, I'll know why."

Overcome with anger, and perhaps guilt, McCoy slaps her across the face.

Later, they manage to find the manufacturing plant, and dispose of the Klingons guarding it. Suvak manages to rise and save the day by sacrificing himself. Joanna is horrified when she's beamed aboard the Enterprise without him. Kirk expresses his sorrow and condolances.

When things settle down, McCoy talks to Kirk in the captain's quarters. The doctor is shocked to hear himself say such a thing, but he's relieved that Suvak is dead. He feels in the long run it will be better for Joanna.

"But what kind of creature does that make me?" he asks.

Spock enters the room. He has overheard the last bit of dialogue. He states that McCoy's feelings make him human. It is differences that separate one being from another, and make it impossible for any to fully understand the other. That is life and must be accepted.

"For I appreciate those differences, Doctor," he says. "Indeed, I delight in them. And in all the infinite ways those differences combine to create meaning."

WE HAVE OUR DIFFERENCES YOU AND I -- BUT EACH OF US IS WHAT HE IS
AND IF THOSE DIFFERENCES SHOULD MEAN THAT NEITHER OF US WILL EVER BE INTERESTED IN EACH OTHER...
FOR I APPRECIATE THOSE DIFFERENCES, DOCTOR. INDEED I DELIGHT IN THEM.
SHARED THAT POINT OF VIEW.
HE WAS, AFTER ALL, A VULCAN.
SPOCK, MAYBE THIS ISN'T THE RIGHT TIME FOR...
I NEEDED
IT'S OKAY.
EACH OTHER AND HIS OWN DAUGHTER, RIGHT?
EXCUSE ME, JIM-- I HAVE TO BEAM DOWN PLANETSIDE.
THERE'S SOMEBODY I HAVE TO TALK TO...

Bones is pleased to hear that, stating that he needed to hear it. Maybe it's not too late for him to reconcile with Joanna. Filled with hope, he beams down to the planet's surface to meet with her.

••••

Crossover stories have always been a favorite of genre fans. The idea of crossing **Star Trek** with **Planet of the Apes** is an ingenious one. This story is a lot of fun, filled with brilliant characterization and a fascinating plot.

The issue is more fun than a barrel of...well, you know.

The only thing that mars this story is the artwork. It begins fine, but by page twelve it suddenly shifts. It's as if another artist took over. The transition is awful, definitely taking away from the story.

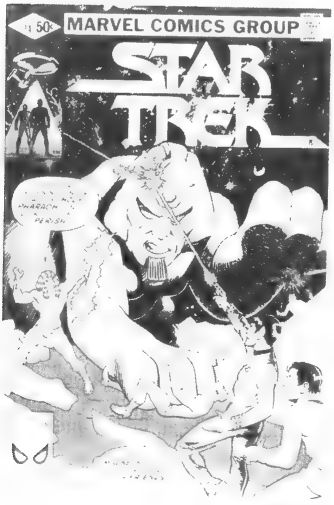
A better title for this mini-saga may have been "Trek to the Planet of the Apes."

STAR TREK

NUMBER FOURTEEN

We Are Dying, Egypt, Dying

Written by Martin Pasko
Drawn by Luke McDonnell and Gene Day



Approaching Zeta Reticuli II, the bridge crew of the Enterprise is shocked to learn that the planet's society mirrors that of ancient Egypt. Right down to the pyramids.

A landing party beams down. They enter the pyramids and discover hundreds of mummies.

At that moment, a Spinx begins to move. It stomps one of the security guards to death. As they run for their lives, Kirk accidentally falls into a secret chamber. The others destroy the Spinx before it can harm anyone else.

They're relieved to still be alive. Kirk suddenly approaches them, firing his phaser. They're all knocked out.

On the Enterprise, Scotty informs Spock that a meteor shower is heading in their direction. Ship deflectors may not be up to handling it. The Vulcan attempts communication with his Captain. He is told to stay off the channel until contacted from the surface. The bridge crew becomes aware that something is amiss.

On the surface, dressed completely in Egyptian garb, Kirk confronts the rest of the landing party. He proclaims himself Menteptah II, the descendant of the Pharoh who last led "his people." He must save "his" people from the death which comes from the sky. He refers to the meteorite shower that the Enterprise detected.

Kirk speaks to a statue of the ancient gods. He is told that he should revive the people in the pyramids and lead them to the planet Earth as their new home.

Uhura is next to believe that she is the descendent of these people. She helps Kirk hook the others to an IV system that will replace their blood with the "blood of obedience."

Spock beams down to the planet. He no sooner arrives than he is informed that the Enterprise is shrinking, but the people are not. It will only be a short time before they're all crushed to death.

Spock closes communication and enters the pyramid. He battles Kirk and Uhura. Spock frees McCoy and the doctor proceeds to use his hypo to knock Uhura out.

The Vulcan turns his attention to the statue that Kirk had conferred with earlier. He trains his phaser fire on it. Once it's desroyed, Kirk returns to normal. Things don't quite work out right away as the mummies begin to rise and the people within them move in to attack the Federation representatives. Taking advantage of the moment, Kirk pretends to still be their leader and tells them to desist in their attack.

The Enterprise, having returned to its original size, then beams the landing party aboard before anything else can happen.

The starship proceeds to destroy the meteors threatening the planet. Kirk explains that the Federation will eventually send people to teach the natives to govern themselves without a pharoah or a "god" to guide them.

****

"We Are Dying, Egypt, Dying" is a fine story which, like its predecessor, would have been a fun episode with plenty of action and danger. The artwork still hasn't improved.

The story's closest relative in the original televised series would be Margaret Armen's "The Paradise Syndrome." In that, Kirk thought he was the Indian God Kirok.

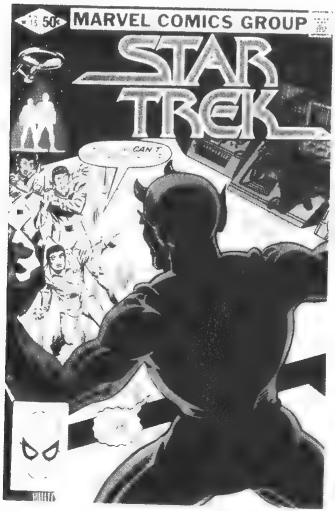
I KNOW YE'LL THINK ME DAFT--AN' I SWEAR I'VE NOT BEEN NIPPIN' AT ME SCOTCH, BU'--
GET TO THE POINT, MR SCOTT.
TIS' THE ENTERPRISE SIR -- SHE'S SHRINKIN'!
THA' DEFIES EV'RY PHYSICAL LAW I KNOW BUT TIS' TRUE! SHE'S GETTIN' SMALLER.

STAR TREK

NUMBER FIFTEEN

The Quality of Mercy

Written by Martin Pasko
Drawn by Gil Kane



The Enterprise has temporally been pared down to 200 for the purpose of a top secret mission. The exact details have not been revealed to even Spock or McCoy, both of whom are shocked to find a strange alien when they enter the rec room. It turns out to be Kirk in disguise. The two, and Uhura, will be made up in the same manner.

Kirk explains that they are proceeding to Miaplacidus V, the prison planet. The world is officially off limits to the Federation. Utilizing a recently installed cloaking device, they will proceed to the execution sector of the planet.

They hope to rescue a youth named Tak, who, like his parents, has developed the ability of molecular metamorphosis. In other words, he can assume any shape that he chooses. The rescue must come off without the Federation becoming officially involved. Otherwise it will be a violation of treaties.

Disguised, the four make their way to the prison planet without a hitch. Upon arrival they are horrified to witness prisoners being slowly tortured to death. Repulsed, they proceed. Supervisor Viermann studies them carefully. His instincts tell him that they are not to be trusted. He has some of his guards follow them secretly.

Later, the fourare attacked by a dinosaur-like creature. Kirk orders phasers set on stun, but "Spock" fires to kill.

The captain is positive this cannot be his first officer. Confronting him, he's shocked to learn that Spock is actually Tak, the youth they have come to rescue. When explaining that he'll lead them to the Vulcan, Tak breaks down. He explains how he came to the planet. He

and his girlfriend were at a party "doing a little codrazine," when, in the high that followed, he accidentally killed her. Terrified, he fled to this planet hoping that he would be killed. After telling his story, he vanishes.

Spock suddenly climbs out of a pit, explaining that they had tricked him when they were separated for a moment. They led him into a trap.

They proceed to the prisonand find that Tak has taken the guise of a condemned woman. He is about to be put to death. They save him at the last minute.

Supervisor Viermann witnesses this and approaches with a phaser. Before he can pull the trigger, an assistant named Kohll kills him. He explains that he is not like the others. He does not believe in killing for the sake of killing.

"The savagery that is perpetuated here disgusts me," he says emphatically. "I survived by averting my eyes; never watching too closely as the deaths continued around me."

The mercy that the humans showed the people of his planet convinced him that this was the time for action.

They beam up to the Enterprise with Tak, their mission a success.

•••••

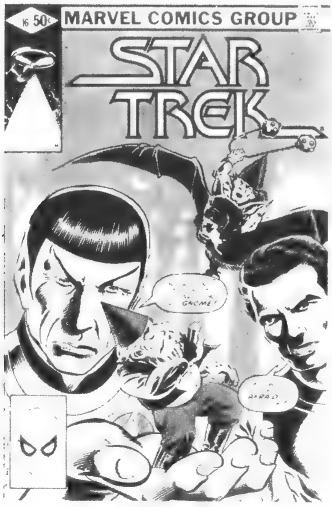
"The Quality of Mercy" is terrific and poignant action adventure detailing a thoroughly exciting covert operation. Characterization is handled nicely. The story moves at a steady pace. Once again the major fault is the artwork. As talented as Gil Kane is, he doesn't seem suited to **Star Trek**.

STAR TREK

NUMBER SIXTEEN

There's No Place Like Gnomes

Written by Martin Pasko
Drawn by Luke McDonnell and Day and Trapani



Arriving on Valerian, Kirk, Spock and McCoy search for Federation colonists. Secretly, they watched by trolls.

Tricorder readings detect humanoid life forms, but they're only fifteen centimeters tall. Further investigation reveals the encampment.

The group is attacked by regular sized troll-creatures. The aliens overcome the Enterprise group, but are chased by several gnomes; tiny people dressed in mystical clothing.

One of the gnomes, Torval, explains that the trolls are known as the Kuwalden. He adds that they're happy to see them. It was very disappointing when the colonists were captured by the Kuwalden.

Several security guards with crates of supplies and Dr. McCoy, with an unconscious troll, beam up to the Enterprise. Once there, they discover a pair of stowaway:goblins riding bats, flying around and causing destruction.

Meeting the other gnomes on the planet's surface, Kirk and Spock come to the conclusion that these wee beings are the source of the legends of Earth. Kirk attempts communication with the Enterprise and is told what's happening. Before full details can be give, something smashes the console. On the bridge, phaser fire knocks the creature from its bat. It's locked up.

Kirk and the others help Torval seek his wife, who is apparently a prisoner of the trolls. Tricorder readings locate her, but before they can proceed, a group of trolls move towards them.

Meanwhile, on the Enterprise, Uhura claims that communications will be operational very shortly. In sickbay, McCoy is shocked to see the troll has shrunk in size and is continuing to do so. The captured goblin tries to escape, but the force field of his cell knocks him back. His cap falls off and he turns into one of the gnomes.

On the surface of the planet, Kirk and the

others are stunned to find the trolls proclaiming friendship in a symbolic way. McCoy contacts the surface from the Enterprise and describes what's happening to his patient. An anti-toxin is developed.

Kirk deduces that the gnome is actually a troll. He suggests McCoy beam down with the anti-toxin. Injecting it into a troll, they're shocked to see it transform into one of the colonists.

"The trolls didn't abduct the colonists," says Kirk, "they are the colonists. Torval and his friends have a lot to answer for."

Torval speaks to his wife, who has been free all along. He explains that they must attack before the humans figure out what's going on.

It's too late for that. Kirk is suddenly standing above them with a phaser. He tells the gnomes that he's fully aware of the situation, and it's going to end. Torval uses his powers of nature to attack the humans. He moves in for the kill. Kirk pulls out one of the goblins's caps he had beamed down from th ship. It is a matter transmuter. He uses it to imprison Toval and his wife.

Phasers destroy the caps. Now powerless, Torval explains that they and the gnomes on the Enterprise are the last of their kind. The others have been illusions. They converted the colonists into trolls because they wished to be left alone.

The crewmembers beam back aboard the Enterprise with the colonists. Kirk states that he's going to recommend that Valierian be made off limits to Star Fleet vessels.

*****

"There's No Place Like Gnomes" is a delightful story, with an interesting plotline and good characters. Granted that it's just another variation of the old "don't judge a book by its cover" theme, but it works nonetheless. Some of the artwork is good.

BU' WHY DIDNA' THEY REALIZE THEY'D COME IN CONTAC' WITH TH' FEDERATION SOONER OR LATER?
AFTER ALL THA'S WHY WE'RE IN SPACE --TO GO WHERE GNOME MEN-- HAVE GONE BEFORE!
OHH! BREAK US OUT OF ORBIT, MR. SULU.
END

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